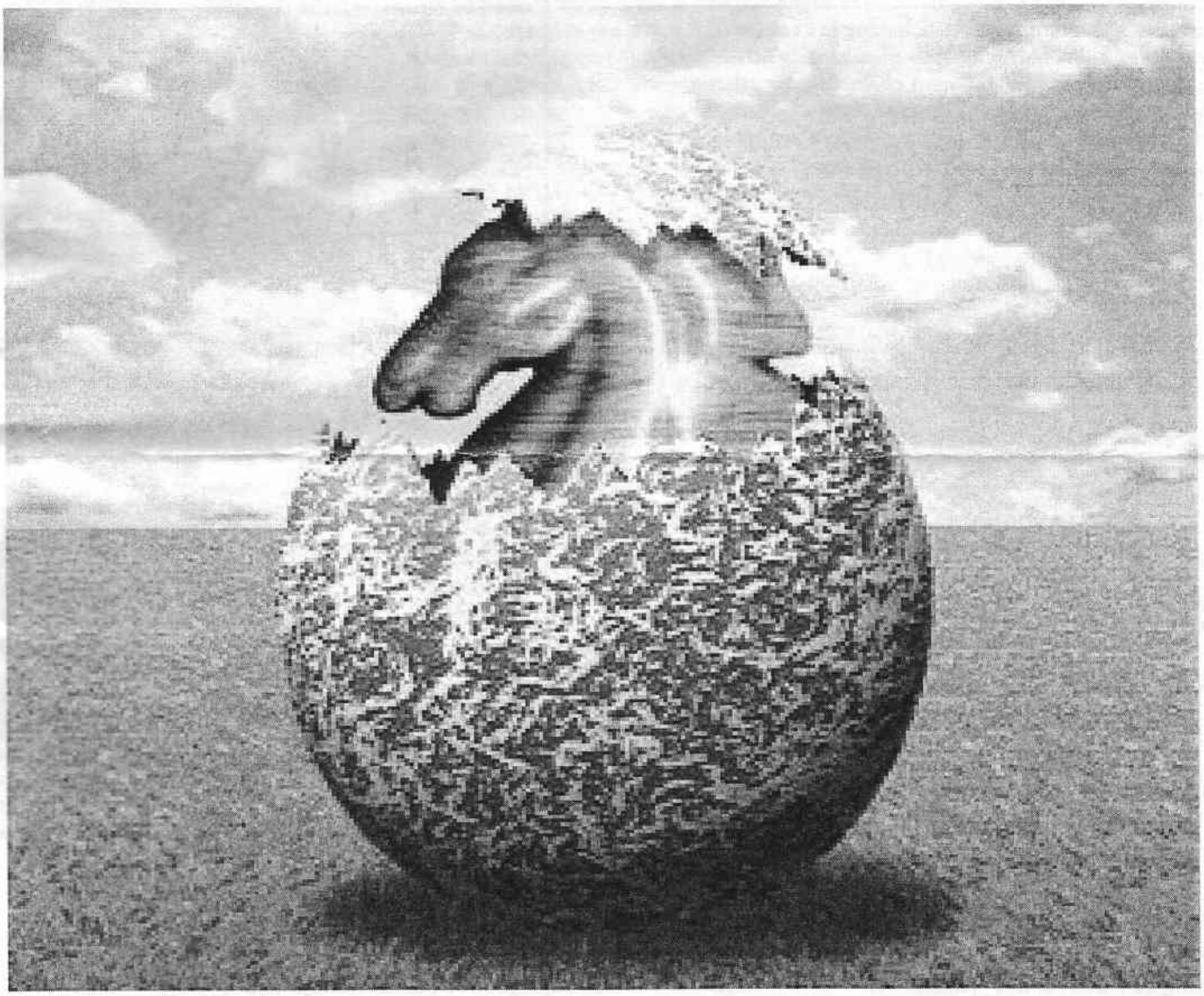
Chesskid Antics

Alabama Chess Federation

Autumn 2001



Ready or not, Chess Season is Here!

In this issue:

How Tommy Pickles Won a Big Chess Trophy

*** Spotlight on Scott Varagona**

*** Chesskid Tips for Beginners**

"Chesskid Antics" is the quarterly scholastic chess publication of the Alabama Chess Federation. The ACF is the official U. S. Chess Federation affiliate for the state of Alabama. The ACF is a non-profit organization created for the sole purpose of promoting chess in Alabama. This organization is held together by a dedicated group of volunteers who could not get the job done without your support.

Support Alabama scholastic chess by becoming a member of the ACF or subscribing to "Chesskid Antics". ACF membership is open to any individual or organization interested in supporting or participating in chess in Alabama. ***Benefits of individual scholastic membership include the right to compete in all Alabama championship tournaments and 4 quarterly issues of "Chesskid Antics". Benefits of Scholastic ACF Affiliate membership by a school or other organization includes 4 quarterly issues of "Chesskid Antics" and the right to host ACF sanctioned chess tournaments.***

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http://www.numuzik.net/chesskidantics.html

Don't have a school chess club? Check out these Alabama chess organizations:

Chattahoochee Valley Chess League - http://cvchess.org/
Birmingham/UAB Chess Club -
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Chess Notation

All new players should learn to keep score using algebraic notation. In the diagram that follows, you will notice that the board includes the numbers 1-8 along the left edge and the lowercase letters "a" - "h" along the bottom the board. We can use the combination of one letter and one number to describe each square on the board.

In all chess publication, the white pieces are always at the bottom of the diagram. The black forces are at the top. White is playing up the board. Black is playing down the board. For example, the white king begins the game on e1. The black rooks begin the game on a8 and h8. When writing your chess move down, a capital letter represents the piece being moved. For example:

K = King, Q = Queen, B = Bishop, N = Knight, R = Rook.

P for pawn is not used. If you write a move down without one of the capital letters indicated as above, it is assumed to be a pawn move. If I begin the game by pushing the pawn in front of the white king two squares, we can describe this move as e2-e4, or simply e4. Moving the knight on g1 to f3 would be written Ng1-f3, or more simply as Nf3. An "x" is used to show that a capture has taken place. For example, Nxe4 means that the knight moves and captures whatever was on e4. You don't necessarily need to include "check" in your scoresheet, but you can easily with "ch" or just "+". For mate, many players use "#". Castling is a special move where you move your King two squares toward the corner, pick the rook up, and place the rook over the King. If you castle King-side, move your King to the "g" square, the rook would go to the "f" square. You write this like "o-o". To castle queen-side, move your King to the "c" square and move the rook to the "d" square. Queen-side castling is written as "o-o-o".

Here is an example of chess notation in an actual game. Notice that each move is numbered. The first move is 1. Following the move number are two chess moves. The first move listed is white's move as white always moves first. The next move listed is black. The "1-0" at the end of the game shows that white won the game (1) and black lost (0). Get a chessboard out and try to follow the progress of the game to practice reading chess notation.

1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 d6 6.g4 Be7 7.g5 Nfd7 8.Rg1 Nc6 9.Be3 Nb6 10.Qd2 Bd7 11.0-0-0 Nxd4 12.Bxd4 0-0 13.f4 Rc8 14.h4 Nc4 15.Bxc4 Rxc4 16.Qd3 b5 17.f5 e5 18.Be3 Re8 19.h5 Qa5 20.g6 hxg6 21.hxg6 Bc6 22.Bh6 Bf8 23.gxf7+ Kxf7 24.Qxd6 Kg8 25.Rxg7+ 1-0

Attention Parents, Teachers,Coaches!

ACF scholastic membership fees will be **increasing** January 1, 2002 from $5 to $10 per year. This increase helps us to improve scholastic community services and produce a better quality chess magazine (that has been produced many times at or near $5 per copy). Join or renew before January 1 to take advantage of the current membership of $5.

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USCF's fastest growing membership segment is scholastic members. One of your greatest benefits is the **School Mates** magazine that each scholastic member receives from USCF. Recently, the publication went from 6 issues per year to 4 issues a year even though membership fees went up ***again*** early this year. This magazine, along with **Chesskid Antics**, is probably the primary chess learning tool for American scholastic chess-players. Most may not read chess books, but they will at least flip through the pages of their magazine. If you are concerned about this change, make those concerns known by contacting USCF Executive Director & CEO George De Feis:

execdir@uschess.org or write to him at
3054 NYS Route 9W
New Windsor, NY 12553

Editor's Corner:

Summer's over and it's time to move from the beaches to the tournament rooms. I hope everyone had a chance to play a game or two during the summer. Look for some tips in this issue to get your chess school year started right.

If your school does not have a chess club, talk to your parents and your teachers about starting one. While it is good to know something about chess, it shouldn't stop anyone from starting a club. I've had several teachers say how much they were learning from their students. Feel free to contact me if you need help to start or organize a club. Also, if you are serious about improving your chess, you can contact some of our local adult clubs. I'll talk about a couple of those in this issue.

ACF President, Bill Melvin shares a very humorous adventure with us about when Tommy Pickles won a trophy. That name sure sounds familiar. You don't suppose this is the Tommy Pickles we all are familiar with? I guess we better read the story and find out.

Seventeen year-old Scott Varagona recently graduated as valedictorian from his highschool and has a scholarship to Auburn. He is ranked #58 in the country by USCF for his age group. Included in our pages is some game annotation from the Vulcan Open which Scott recently participated in. Get your chessboard out and follow Scott's game. Watch and learn!

Remember, you're never too young or too old to contribute to the magazine. We've had students, teachers, chess masters, parents, and adult ACF members make contributions thusfar. Keep them coming. Kids send those pictures, cartoons, stories, notation, etc. to me. This is your magazine. Keep it that way by sending in your contributions.

Send all communications and content contributions to the "Chesskid Antics" editor via U.S. mail or email at:

Dale Robbins

Need a club?

Many of you do not have a chess club in your school, One idea is to "ASK" your teachers and parents to start one. Another alternative is to visit an "adult" club. I call them adult clubs, but they do in fact accept young players who desire to play and improve. Two examples of these clubs in Alabama are the Birmingham/UAB Chess Club and the Huntsville Chess Club.

UAB Professor Steven Dowd, (**Birmingham/UAB Chess Club**) says, "We are the most active adult chess club in Alabama (and we welcome kids who want to play as well; we only ask for reasonable decorum on their part). We hold at least 2, often 5 or more rated tournaments each month. We don't have just stars, but many low rated players as well, so kids wanting to play can get good competition. The Birmingham - UAB Chess Club is a United States Chess Federation Affiliate as well as an Alabama Chess Federation Affiliate and a World Blitz Chess Association Affiliate. We meet on Tuesday and Friday evenings at the Hill University Center, at UAB on 1400 University Avenue in Birmingham, Alabama. The club holds lectures, thematic tournaments and bughouse in addition to our regular chess tournaments! We cordially invite you to drop by and visit with us if you can!"

Huntsville Chess Club (HCC) is open to players of all ages and skill levels. The HCC encourages scholastic participation by organizing special events like local scholastic tournaments, chess camps, and school clubs. HCC meets Monday nights, except Holidays, at Dr. Bob's Game Shop. Dr. Bob's is located in Suite #8 in the Village Center at 7914 S. Memorial Parkway in Huntsville Alabama. Meetings begin at 6:30pm and end at 10:30pm. Aditionally, HCC meets Friday nights at Brahan Springs Recreation Center from 5:30pm to 8:30pm in the Demonstration Room. The Rec Center is on Ivy Street just off Drake Avenue adjacent to the Senior Center. Basic chess instruction is offered each week beginning at 6:30pm. Casual play is available. No meetings are held on Huntsville City holidays.

Other chess clubs in Alabama:

The Phenix City Chess Club meets on Wednesday nights at the C-Club Gym, 1400 15th St., Phenix City, Alabama from 6:00 till 9:00pm eastern time.

Mobile Chess Club
c/o Jack Mallory

Montgomery Chess Club
c/o Rhodes Peele
Department of Mathematics
AUM
Montgomery,AL 36117
334-244-3321

How Tommy Pickles Won a Big Chess Trophy

by Bill Melvin

Tommy Pickles first learned how to play chess by watching his Grandpa play. Grandpa used names like "Sicilian Defense" and "Fried Liver Attack" usually while playing. One day, Grandpa said "Heart Attack" while playing and Tommy got to visit him in the hospital.

Tommy's first chess set was built carefully out of oversized legos. He used chalk to draw a board. He tried to teach Baby Dil, but Dil kept trying to eat the legos. Tommy watched Grandpa play a lot and learned how some of the pieces moved.

Phil and Lil seemed interested and watched Tommy play chess very carefully. They were strolling through the park one day and saw some people playing a chess game with two players on a team using two sets. They heard someone call this "bughouse" and the pieces kept coming back into play when captured. Phil and Lil liked the idea of playing a game together as a team, but didn't see any bugs. They figured the bugs lived under the chess set. Lil hoped that worms played bughouse.

One day, Mrs. Pickles read an article by Dr. Lipschitz saying that chess playing was good for children. She had noticed Tommy's lego chess set and decided to take him to a real tournament. Scholastic players keep getting younger and younger and the next National Championship had a special section for "Under Two Years Old." She sent off for a special toddler's membership and Tommy really liked the special edible magazine.

The big day came and Phil and Lil came along to cheer on their friend. Tommy would play four games of "chesskers", as he calls it, in one day. The trophies on stage looked bigger than him. He started to get a little scared and think this wasn't really a good idea. But, his parents were smiling really big and looked happy so he decided to give it a try.

Round 1: Tommy got black against a boy with a lot of hair named Sammy Reshevsky. Tommy didn't have much hair and hoped this wouldn't cost him the game. On the very first move of the game Sammy captured Tommy's king with a pawn. Tommy got very upset from losing so quickly and started to cry. A big man in a suit wearing a "TD" badge came to the table. He looked at Tommy crying, Sammy's big smile, and the board position. After a quick talk with another big person he came back to the board and declared Tommy the winner. 1 out of 1.

Tommy realized that he didn't know a lot about chesskers after all. He crawled around the tournament hall watching other games trying to figure out how all the pieces move. It was confusing. He even saw someone move a king and a rook in the same move. Tommy was sure that was cheating.

Meanwhile, Phil and Lil had been crawling around a lot too. Lil found a worm and Phil found a five dollar bill. They sat down next to each other beside an empty chess board. Phil put the five dollar bill next to the board and Lil chewed on the worm. Right away a pair of teenagers sat down across from them. One of them laid a matching five dollar bill next to theirs and set the clocks. Bughouse! The twins were delighted to have an opponent for their favorite version of the game and managed to beat the teenagers. The teenagers got up and left and $10 was now beside the board.

Round 2: Tommy crawled back to his board full of chess knowledge. He was black against Judith Polgar this round. Judith looked like a little princess but reminded Tommy too much of Angelica to his liking. Judith moved her king pawn out two squares. Tommy did the same. Judith moved her Bishop out. Tommy moved his knight on the same side of the board as his queen. Judith quickly moved out her queen. Tommy moved his other knight to the edge of the board. Judith grabbed the pawn next to Tommy's king with her queen, slammed it down, and yelled: "Checkmate! Haha! You lose! You dumb baby!!!" Tommy was sad and just stared at the board. Another TD came over to record the result. As he walked up to the board Tommy saw his move and captured Judith's queen with the knight he moved last time. Judith was shocked. The game continued. Tommy gradually traded pieces until he had an extra queen and Judith had nothing. Then he carefully cornered Judith's king like he saw someone else do and checkmated Judith. He had won again. 2 out of 2!

While this was going on, Phil and Lil were busy playing bughouse against all comers. Adults would sit down and put money equal to what the twins had next to the board. The twins kept winning and winning. They worked together great as a team. Their combinations worked across both boards at the same time. Phil would instinctively sacrifice his queen for a knight and pawn at the precise time Lil needed it for checkmate. The $10 grew into $20, then $40, $80, $160, and finally $320 before it was time for Tommy's third round to start.

Round 3: Tommy was white against a shy looking boy named Frank Marshall. Tommy decided to try the same opening that Judith used against him since she almost won so quickly. Frank moved his knights to different squares and Tommy won the game in just four moves. Tommy was a perfect 3 out of 3 with just one more round to go!

Camera crews were going crazy around Phil and Lil. Reporters from all over town were starting to gather. The challengers were visiting the bank before facing them. They were only playing against adults now. Most of them wore suits and seemed very smart. A roar went up from the crowd as they beat a pair of Chess Masters with a brilliant attack. The $320 became $640, then $1,280, then $2,560, then $5,120, then $10,240, and finally $20,480. It appeared that nobody else wanted to play the twins anymore. They couldn't figure out how they were going to crawl away from the table since it was surrounded by so much money.

Round 4: By now, Tommy had quite a reputation among the other babies in the tournament. They called him "the one who keeps captured pieces in his diapie." He had white against Peter Leko. Tommy had heard that Peter had not lost a game since he was two weeks old. Everyone said that Peter could make pawns turn into queens. Tommy was scared at the thought of this and set out to capture all of Peter's pawns. After lots of exchanges, Tommy reached a position with two bishops against a lone knight and no pawns on the board. Tommy carefully cornered the knight, won it, and delivered checkmate with the bishops. Tommy had won the tournament with a perfect score!

A hush was prevalent around Phil and Lil. Suddenly, the crowd parted to reveal the next challengers. Out of a briefcase came a matching $20,480. Whispers in the crowd talked about Gary Kasparov and Vladimir Kramnik. Phil and Lil were going up against the two strongest GrandMasters in the world. Gary and Vladimir started off confidently speaking quickly in Russian and smiling. Then they suddenly got serious. Lil had sacrificed a queen and two rooks for two pawns against Gary and Vladimir was in a mating net. Phil and Lil had beaten the best in the world at bughouse! They now had $40,960 piled up next to them. They crawled away to go find Tommy. The fights that broke out over the vacated money caused a dozen people to visit the hospital that night.

Tommy smiled a big smile during the awards presentation. He got a big trophy for playing chesskers that he could hardly lift. Phil and Lil rooted him on and his parents took lots of pictures.

And that is the story of how Tommy Pickles got his big chess trophy!

ACF ChessKids in USCF Top 100 Lists

No Name	Age	Rtng
TOP under age 21:		
38. Daniel Thomas	18	2223
52. Mathew Puckett....	20	2174
TOP age 17-18		
12. Daniel Thomas	18	2223
29. Andy Reeder	18	2103
57. Scott Varagona	17	1946
TOP age 9-10		
26. Miles Melvin	10	1480
TOP age 8 & Under		
21. Jeffrey Byrd	8	1225
78. Owen Scott	8	1044

Spotlight on Scott Varagona

(Courtesy UAB Chess Club)

Be afraid, be very afraid.....

A new gunslinger is in town - Scott Varagona! Scott, who has had good results at our one day tournaments, "broke through" at the Vulcan Open with a near-master performance. Why should you be afraid of Scott? He is young, with the stamina and energy of the young(Scott is ranked #57 for his age of 17 in the country; with this result, he may crack the top 50), but plays chess like an experienced Petrosian or Andersson - positional, calm, sure, and with an eye to the endgame or to a counterattack. No student of the "Traps and Zaps" school, young Varagona, with his deceivingly polite exterior, will make you suffer at the chessboard until you cry "Uncle." Play well against Scott and you might draw. Slip up, and the game is his.....

The following game annotations are all Scott's. Slip into the delightful maturity of his analysis. Look at the games and study them thoroughly so you may hope for that draw against him.....

Varagona-Stribling, Round 1.

1. d4 e6 2. c4 Nf6 3. Nc3 c5 4. d5 exd5 5. cxd5 d6 6. e4 g6 7. f3 Bg7 8. Bg5 h6 9. Be3 (I must admit that I like White's pawn structure and the associated plan. White has modified his side of the Benoni position to erecta stone-solid center and make the battery of Qd2 & Bd3 possible. With these trumps in hand, my kingside pawns will beg to roll forward and expose Black's king to a viscious attack. Of course, White is not the only one with something to play for! Black has his regular dark-square Benoni tactics that must be carefully watched, but more importantly, White's kingside pieces feel jumbled. Like a King's Indian Samisch, the f3-pawn blocks the pathetic beast on g1. The only way to develop it healthily is Ng1-h3-f2, but Black would snap it off with ...Bxh3!, busting the pawn structure and my plan. So,we'll wait, but who will be the first to flinch?) 9. ...a6 10. a4 Nbd7?! (Black doesn't see the real issue in the position. Now White's pieces slide into their perfect squares. Better, and in the spirit of waiting, is 10. ... O-O.) 11. Nh3! O-O 12. Nf2 Re8 13. Qd2 h5 (Although Black's position isn't terrible, Black missed the chance to make White's life a bit more difficult. Now he quite correctly halts g2-g4, so White finds a different way to advance.) 14. Be2 Qa5 15. Ra3 (So b7-b5 can't be played just yet.) Ne5 16. h3 (My g-pawn is ready to roll. Black needs some serious counterplay, so his queen and knight waltz forward.) 16. ...Qb4!? 17. a5! Bd7 (The dance of the queen and knight is very delicate, and Black feared Ra3-a4. Still, I haven't been able to find a final refutation of the immediate 17....Nc4!?. Some possibilities are 18. Bxc4 Qxc4 19. Nd3 Bd7? 20. b3 winning the queen, 18. Bxc4 Qxc4 19. Nd3 Nd7! 20. O-O Bd4 with a slight measure of safety, 18. Bxc4 Qxc4 19. Ra4 Qb3 20. Nd3 Nd7! saves the lady, but not 20....Bd7? 21. Ra3 Qc4 22. b3. Black may be relatively safe if he calculates correctly; however, I cannot blame him for shying away from those variations. They are hard enough to calculate away from the board.) 18. Qc1! (A quiet move with a hidden point. Do you see it?) 18. ...Nc4?? (In the midst of the dance, the Black queen and knight finally step on each other's toes! Correct is ...c4.) 19. Nd3! Qxa5? (It would have been tougher after ...Nxa3. Now the rest is easy and routine.)

UAB CC Editor: I have to disagree with Scott on this one. 19. ... Nxa3 is a slightly tougher win, but I wonder why Mark didn't try 19. ... Nxe3! Look at the diagram:

Black to play and NOT LOSE - 19. ... Nxe3!?

Of course, the idea is that if white then plays 20. Nxb4, then 20. ... Bh6! has at least some effect - the threat is of course to play Nxg2+. I think white's advantage then becomes a slight one, and he has to watch for many shots (a later cxb4 will fork Knight and rook as well). Since this is not an atypical KID/Benoni theme, I wonder why Scott did not consider it? I will leave the reader (or Scott or Mark) to more fully answer the question, but certainly better chances were offered by that move.

20. Rxa5 Nxa5 21.Bh6 Bh8 22. Bf4 Nc4 23. b3 Ne5 24. Nxe5 dxe5 25. Bg5 Nh7 26. h4 b5 27. g4 Nf6 28. Bxf6 Bxf6 29. gxh5 gxh5 30. Qh6 Black resigns, 1-0.

Thanks USCF for your support!

The Alabama Chess Federation gratefully acknowledges your financial contribution via the USCF SASP (State Affiliate Support Program)

Chesskid Tips for Beginners

Tip #1: Learn how to read and write chess notation *(Instructions are included on page 3 of this issue).* Write down your moves (notate) every game you play. Try to have someone more experienced (coach, teacher, another chessplayer) go over your game with you. Learn from your mistakes by going over every game. If you don't have anyone, you try to find the mistakes. If you won the game, look at the game from your opponents viewpoint. If you were your opponent, how would you have moved. If you lost the game, look for your mistakes and see if you can find better moves.

Tip #2: Get a good basic chess video on the principles of chess. You can find several of these offered regularly by USCF and other web-based chess stores. Sometimes you'll find them for sale at tournaments as well. Study it in small segments (15-30 minutes) If you would prefer a book, there are a vast number of these available as well. Chess lessons can also be found on the internet.

Books:

Bobby Fischer Teaches Chess - Bobby Fischer
Winning Chess Strategy for Kids - Jeff Coakley
Winning Chess Strategies - Yasser Seirawan
Tips for Young Players - Mathew Sadler

Video:

Pandolfini on Video:
Opening Principles
Understanding Chess

Web:

Chess for Kids -
http://tqjunior.thinkquest.org/6290/index.html?tqskip=1
ChessKIDS Academy -
http://www.chesskids.com/
365 Chess Lessons -
http://www.entertainmentjourney.com/chess/instruct/365/index.htm

Tip #3: Read the lessons and work the chess problems in every issue of your **School Mates** and **Chesskid Antics** magazines.

Tip #4: Find chess books at your library or buy some that are primarily chess problem books. These books will fine-tune your ability to solve for checkmate and train your eye for tactical themes. There are also web sites that provide a vast number of problems that you can try to solve as well.

Books:

Beginning Chess - Bruce Pandolfini
Chess Target Practice - Bruce Pandolfini
Chess Tactics for Students - John Bain
The Chess Tactics Workbook - Al Woolum
Simple Checkmates - A J Gillam

Tip #5: Play as much as you can. Play your friends, your computer, or on the internet. Join a chess club. If you don't have anyone to play at all, play yourself. If you play fair for both sides, you will be surprised how tough a game this can be.

U. S. Chess Live is a free internet chess service available exclusively to all USCF members. Our goal is to provide a friendly playing environment where people of different genders, ages, races, beliefs, and nationalities, from all over the world, can gather together, play chess and socialize.

http://www.uschesslive.org/cp/view.jsp?site=uscf&page=home

Tip #6: Keep fit. We humans work best with an active brain and a healthy body. The best serious chessplayers play sports and take regular exercise to keep fit. What you eat is important as well. Eat a good breakfast. Too many of you skip ths important meal. Eat balanced meals with a good mix of meats, vegetables, fruits. Greasy foods and sweets can be your worst enemy on game day. Lay off the cokes, sugar-filled cereals, doughnuts…at least on game day! If you keep fit, you will think more clearly and not get tired during a long tournament.

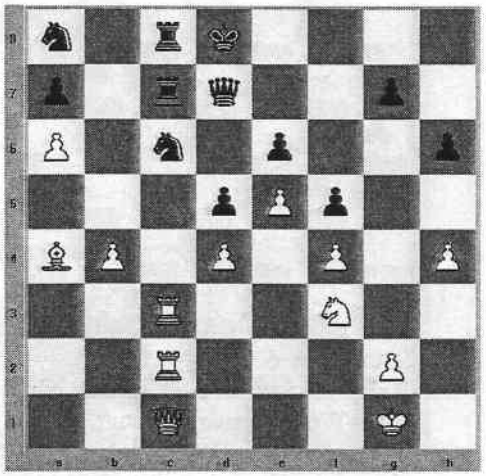
Solving Tactical Problems

- Exeter Chess Club

You can always win material or get a checkmate if your opponent overlooks your threat. But there are some threats your opponent cannot get out of, even if they notice them.

Problems can be solved because either you have: **Double attack** or **Concentration of force against a fixed point** (When I say a fixed point I mean either a piece than has limited mobility, like a King or a Pawn that can't run away. Another immobile point is a pinned piece.)
Most junior games are decided by tactical threats, traps and oversights. If you get better at tactics your results are bound to improve.

- **Winning material by concentration of force against a fixed point**



White has four pieces attacking c6, and Black defends the Knight with only three. Black will lose material because none of the four basic defences work:

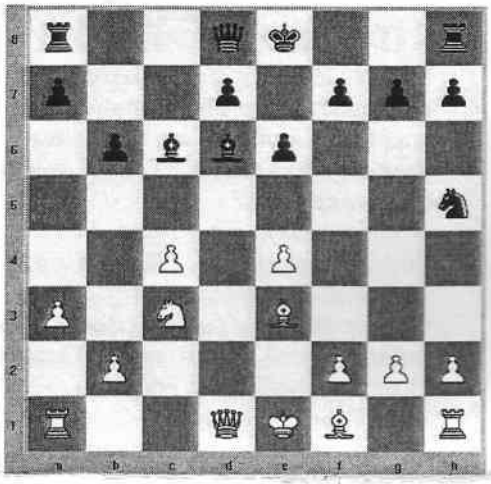
A Avoid - the Knight is pinned to the Queen and cannot avoid the attack

B Block - Black cannot block the attack by putting a Pawn in the way

C Capture - Black cannot capture any of the attacking pieces

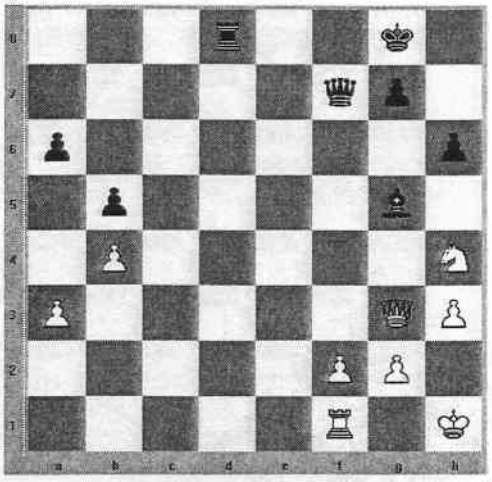
D Defend - Black cannot defend the Knight with any more pieces

- **Winning material by double attack**



White's Queen on d1 has just moved back from c2, attacking two points at once - d6 and h5. Black cannot defend both and so must lose material.

All problems can be solved when you hit on the idea.



Black to move and win.

What is the idea in this position? What do you notice about this position?

1. The White Knight on h4 is attacked once and defended once. If we attack it again it will need to move or be defended because we have a 2 times greater concentration of force

2. The White Rook on f1 is undefended.

3. The White King and Queen are safe, and the White Pawns can probably be defended.

4. Is there any idea here? If we attack both the Rook and the Knight with one move, this might create a problem for White. Is there any move which attacks f1 and h4? Yes there is!

5. 1...Qc4! With a double attack on f1 and h4.

6. What can White do? White needs a defence which either defends both pieces at once or somehow creates a counterattack. No such move is there. Solved!

When you solve a problem you usually know it straight away - it's like solving a sum. The only warning is: problems in books always have a solution - but real games might not have!

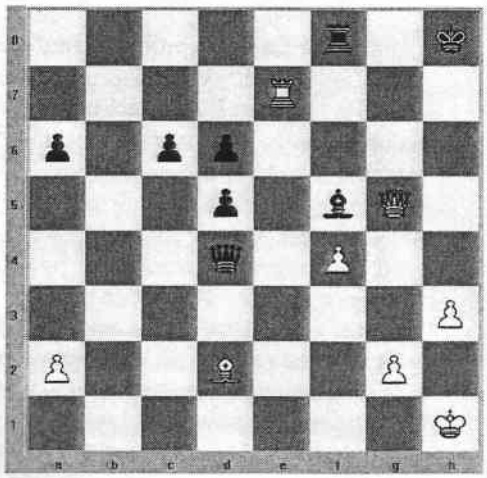
Make good things happen: examine moves that hit hard!

We don't know how the last position above came about, but it looks like White was careless and Black just took the chance that was there. But you sometimes have to make good things happen. You have to force your opponent to do what you want. You can do this in two ways

1. **Playing a check:** everything stops for a check!

2. **Playing a capture:** if your opponent does not recapture you will win material. In fact, the best move is a move which is a capture with check!

- **Winning material by playing a forcing check**



White to play and win:

What's the idea here?

1. The Black King has no moves - it's very nearly mate! But Black is covering h7 and g7. I have a check on h4 or h5 with the Queen, but that doesn't do much: my Queen and Rook can do nothing more by themselves.

2. I would like to get the Bishop into play - for example on the long diagonal a1-h1. In fact, at the moment, if only I had some support for c3, I could play Bc3 winning the Queen by a deadly pin!

3. Is there any way I can cover c3? Yes there is: I can cover it by a Queen on g3.

4. If I just play Qg3 Black may have time to get out of it - I must not give my opponent any choice! I must play forcing moves - like checks...

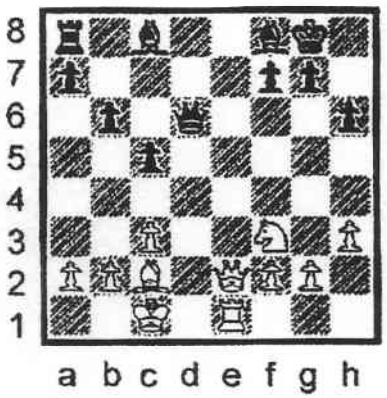
5. Aha! 1. Qh4+ Kg8 2. Qg3+ Kh8 gets my Queen to g3 without Black being able to do anything. I can now play 3. Bc3, winning - Solved!

- **Winning material by playing a forcing capture**

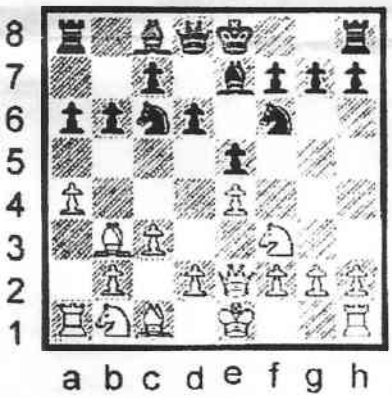
Tactical Smackers

In every problem, find the best move for white. Hint: What was the tactics lesson about in this issue? Answers on page 11.

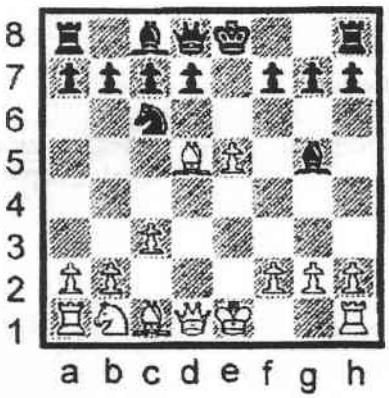
A.



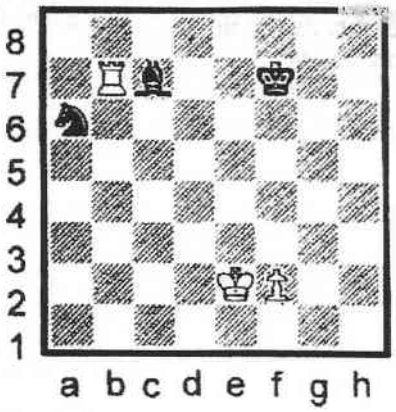
B.



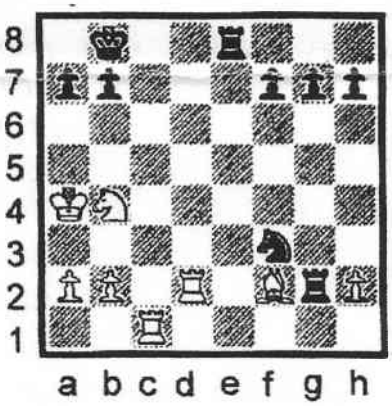
C.



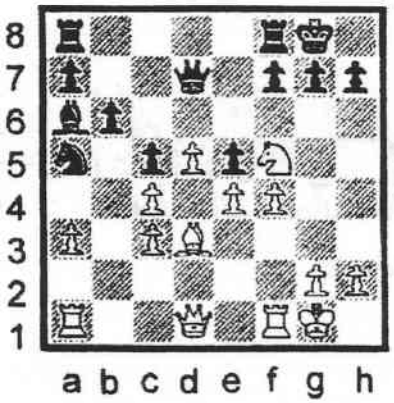
D.

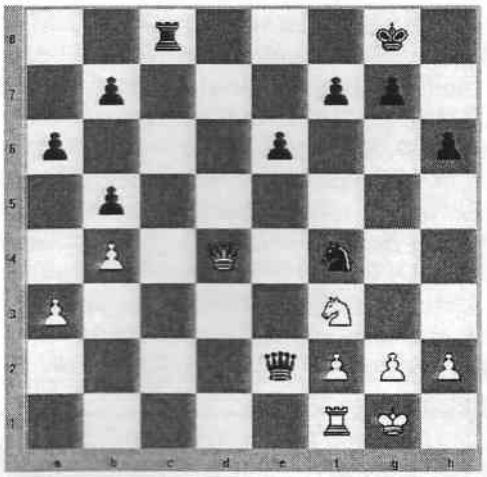


E.



F.





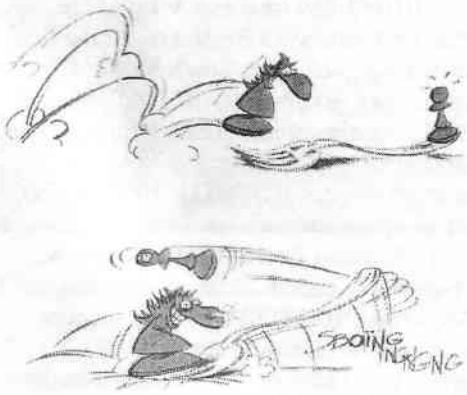
Black to play and win:

1. One idea: if the Black Queen on e2 was a Black Knight - I'd win the White Queen by double attack (knight fork) And even better - I can move a Knight on f4 to e2!
2. BUT if I move the Queen away quietly White can move the Queen, or even take the Knight with the one on d3.

3. So I can't move the Queen away quietly: I must move it noisily - forcingly - I must smite my opponent!

4. I can play Queen takes the Rook on f1 with check. This must be the most forcing move! - but after Kxf1 I have no fork on e2.

5. I can play Queen takes Knight on f3: if White takes the Queen I play ...Ne2+ and ...Nxd4, coming out a piece ahead. If White doesn't recapture, I'm still a piece up. Solved!

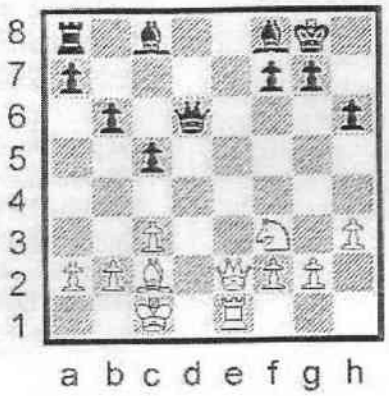


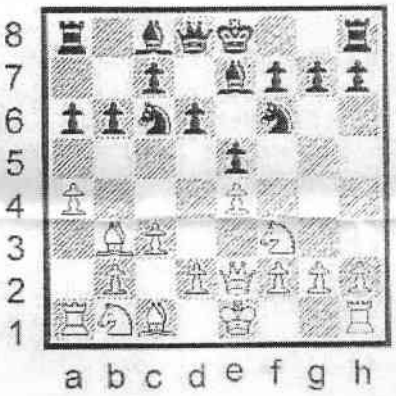
Now, let's see what you learned about double attacks …

Tactical Smackers

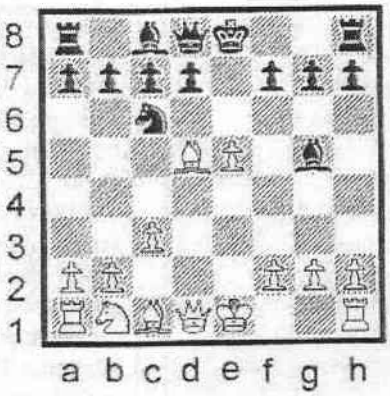
(Answers on page 12)

A) What's the best move for white?.



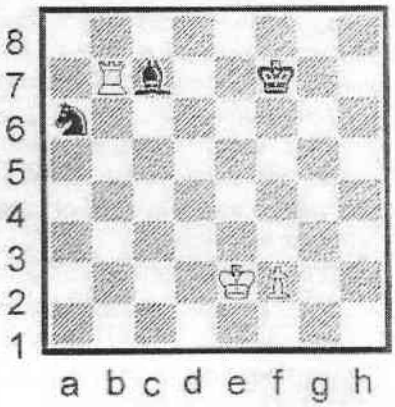


B) What's the best move for white.



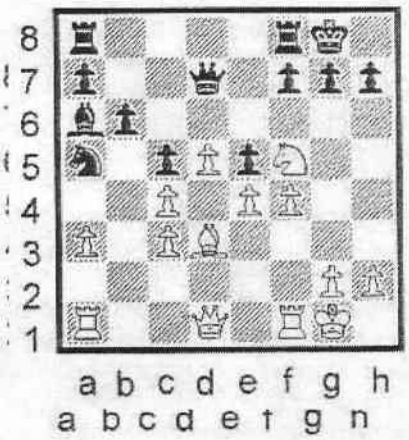
C) What is White's best move?

D) What is White's best move?



E) Mate in two. White to move

F) What's the best move for white?



Tournament Announcements

Tournament Organizers, Submit tournament announcements in line format as done below. Avoid abbreviations such as in Chess Life TLAs. All tournament announcements will be accepted free of charge. Your original submission may be edited to make better use of the space available.

Chessplayers, cut out or photocopy the entry form(s) on page 11 for event registration. Note that tournaments with monetary awards are adult tournaments. Children will play adults in these events. USCF and/or ACF memberships are required at most tournaments. Current rates are USCF (under 14yrs $15; under 19 $20; adult $40) and ACF ($5 junior(last chance! $10 starting 1/01/2002); $10 adult) **For more information and tournament entry forms, see the ACF Calendar of Events at:**
http://www.cis.uab.edu/info/faculty/sloan/ACF/events

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Sept. 1-3, 2001: 2001 Alabama (Adult) Chess Championship 6-SS Reg 7-9 AM Rds 9:30- 3:30 9-4 9-3 T/C 45/90 SD/1 ACF meeting 2:30 9/2 Al G/10 Championship 9:00pm 9/1 Al/G/5 Championship 9:15pm 9/2 Site Quality Inn 260 Goodwin crest Dr Homewood Rates 59 per night mention chess tournament Reserve early!! Phone 205-290-8000 EF $45 Jr under 19 $40 by 8/27 All $10 more at site ACF & USCF required ACF+EF $55 Prizes based on 60 full entries (more per entries) 1st 500+ T, 2nd 250+ T, 1stX 200+T 1stA 200+T, 1stB 200+T, 1stC 200+T 1stD/E 200+T, 1stUNR 150+T Additionally a trophy for 1st Junior and 1st Senior 50+ which will be awarded in addition to place or cash prizes. Must have 4 in class 10 or more in class will guarantee a second place in that section. SIGURDS CHESS will be on site to sell books and equipment. TD and Ent Kirk Petty

First Sunday Quads When: the First Sunday of (almost) every month (please check the ACF Calendar) Hill University Center on the UAB Campus (corner of University Ave and 14th Street South). Usually, we are either on the 4th floor or in the Great Hall; please check at the information desk. What:low-cost USCF rated Quads, G/45. Some sections may be Hex, or G/30 Registration:1:00-1:30 Rounds 1:45, 3:15, 4:45. Entry fee $2. Special Deal If 5 or more Quads, the middle quad plays FREE! Prizes:Clear winner in each section receives free entry to the next event. All ages and all playing levels welcome. USCF Membership Required (available on site). This is a popular low-stress format. Come and enjoy the chess! No big $$, no big trophies - just chess. Please bring sets, boards and clocks. Round times are nominal - we'll play each round ASAP (RR format means no delay for pairings). Heart of Dixie Tour events. Questions? - contact Kenneth Sloan

Kid's Rock'n Round-Robins Starting in September, the second Sunday of (almost) every month (please check the ACF Calendar for cancellations) at Springville Rd. Library. 1224 Old Springville Road, Birmingham, Alabama 35215 (205)856-0824 *From I-59 North take Roebuck Pkwy exit (#134). At traffic light, turn left. Continue North on Roebuck Pkwy. Turn right onto Old Springville Road, go about one mile. Library on left two blocks past Huffman High School. USCF rated Round-Robins, G/30. Some sections may be Hex. Registration:2:00-2:30 * 3 Rounds ASAP . Entry fee $5. Prizes: Medal to clear winner in each section Sections will be primarily by age group and then by rating. Some merging may be required based on participation. Unrated participants may be distributed among the various sections. USCF Membership Required (available on site). Please bring sets, boards and clocks. Questions? - contact Dale Robbins

Sept. 29, 2001: Back to School Blues:
We are having some delays in securing a site. While we expect a decision shortly, a definite response could not be attained by time of printing. As you read this, a decision should have been made. Please check the ACF Calendar of Events web page for details. Questions to Dale Robbins

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Oct. 13, 2001: 8th Annual Alabama Junior Team Chess Tournament: DATE: South Shades Crest Elementary School, 3770 South Shades Crest Road, Hoover, Alabama 35244. Exit 10 on I-459 (one exit West of the Galleria). Travel West on 150 toward Bessemer. At the first traffic light after the exit, turn left on to South Shades Crest Road. Cross the expressway, go down the hill and turn right into "Willow Lake Estates". An almost immediate left turn heads you into the SSC parking lot. Player Teams. 5 Round Swiss. USCF Rated. Game in 30 minutes ROUNDS: 10:15, 11:30, 1:00, 2:15, 3:30 For early registration, send entry form and fees to: Kenneth Sloan

or

register at site 8:30-9:30 MANDATORY players' meeting: 10:00.Make checks payable to: Kenneth Sloan ENTRY FEE: $50/team if Postmarked by 6 October. $60/team if e-mailed by 11 October (pay at site) $80/team at site. All participants must be USCF and ACF members. Memberships available on site. (other states OK) PRIZES: Plaques to all 4 players, top 2 teams in each of two categories: Open (18 & Under) and Reserve (12

& Under) Separate sections ONLY if at least 10 teams in each category - otherwise one section (but all prizes!) CONCESSIONS: Breakfast, lunch and snacks. Teams consist of exactly 4 players (no alternates). Teams with fewer than 4 players are acceptable, but strongly discouraged. It may be possible to form teams (or add a player) during registration. All players must be 18 or younger. PLEASE INDICATE CHOICE OF SECTION. All players in the RESERVE section must be 12 or younger. Teams which register for the RESERVE section will only be eligible for RESERVE prizes, even if sections are merged. There are NO other restrictions (such as school or club memberships)

Feb. 2, 2002: Hoover Scholastic Chess Tournament

South Shades Crest Elementary School 3770 South Shades Crest Road, Hoover, Alabama 35244 Exit 10 on I-459 (one exit West of the Galleria). Travel West on 150 toward Bessemer. At the first traffic light after the exit, turn left on to South Shades Crest Road. Cross the expressway, go down the hill and turn right into "Willow Lake Estates". An almost immediate left turn heads you into the SSC parking lot. 5 Round Swiss. USCF Rated. Four sections, by grade: Open (K-12), Jr. High (K-9), Elementary (K-6), Primary (K-3) Players are strongly encouraged to play in the lowest section for which they are eligible - but may "play up". Sections may be merged at the TD's discretion. Game in 30 minutes ROUNDS: 10:15, 11:30, 1:00, 2:15, 3:30 For early registration, send entry form and fees to: Vasha Rosenblum, South Shades Crest Elementary School, or register on site 8:30-9:30 MANDATORY players' meeting: 10:00. Make all checks payable to: South Shades Crest. ENTRY FEE: $15 if postmarked by 26 January. $30 on site. All participants must be USCF and ACF members. Memberships available on site. (other states OK) PRIZES: Trophies to top 10 in Primary and Elementary sections; top 5 in Jr. High and Open sections. Trophy to top team in each section (4 highest scores). TEAMS: This is an individual event, with secondary team prizes. Teams may represent a school or club. Pairings will be "team-blind". CONCESSIONS: Breakfast, lunch and snacks. QUESTIONS: Vasha Rosenblum

Answers to problems on page 9...

A) 1. ...Qe4
B) 1. ...Qc4
C) 1. ...Qh5
D) 1. ...Ra7
E) 1. ...Bxa7+
F) 1. ...Qg4 (Black's threat is 2. ...Qg7++ or ...Nh6+ and white's Queen s lost.

Individual Event Tournament Entry Form:

==========Please fill in COMPLETELY==========

Name_____

USCF ID_____Exp Date_____

Address_____

_____ ZIP _____

Section_____Grade_____Date of Birth_____

Team/School/Club_____

Coach_____ Teacher_____

Enclosed:_____Entry Fee + _____USCF + _____ ACF Fee =

_____Total

Junior Team Tournament Entry Form:

==========Please Fill in COMPLETELY==========

Team Name:_____

Open/Reserve?_____

NAME_____

USCF ID_____ Birthdate_____

ADDRESS_____

_____ ZIP_____

NAME_____

USCF ID_____ Birthdate_____

ADDRESS_____

_____ ZIP_____

NAME_____

USCF ID_____ Birthdate_____

ADDRESS_____

_____ ZIP_____

NAME_____

USCF ID_____ Birthdate_____

ADDRESS_____

_____ ZIP_____

Chess Coach Tips
-Rowena MacNab

One idea I stole from a fellow Chess teacher seems to work well to encourage play with a variety of partners and pair players with similar abilities. I set up a file box with alphabetical dividers and create a card for each player. Next to their name at the top of the card are the letters P, N, B, R, and K (or Q for a girl). These are the ranks in our chess club. As a player advances through the ranks the appropriate letter is circled. I created five posters using half sheets of poster board turned lengthwise (one for each rank). At the top is printed PAWN, KNIGHT, BISHOP, ROOK, KING/QUEEN, with a large picture of that piece. Then, I laminated each poster and attached them to the wall where we practice. Student's names are written or erased as they advance so it is easy to see at a glance who is in each rank.

To become a PAWN a player must get their first checkmate. When they win a match they present their card to their opponent who must sign it. They bring their card to me and I circle the new rank and write their name on the appropriate poster. To advance to the next (and each successive rank) they must get five more checkmates against five different players. To keep the level of competition fair the rule is that you may play someone who is your rank or one rank below or above. You cannot refuse to play a challenger who fits these criteria. This keeps a BISHOP from making easy wins against a PAWN. To encourage players to play "up" I let them know that when it comes time for me to select players for competitions I not only look at their rank but the ranks of the players they have beaten. If two players were both BISHOPS, I would rank the player with more wins against BISHOPS or ROOKS above the player whose wins were mostly against KNIGHTS.

This system is easy for the students and me to monitor and puts the burden of record keeping on the students. It prevents friends from playing each other all the time and it encourages them to challenge higher ranked players, which improves their skill level.

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Rate Schedule

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c/o Vasha Rosenblum

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